

\$1.50

ENERGY =  $MC^2$ ...THE MICHIGAN COMPUTER CONSORTIUM MAGAZINE

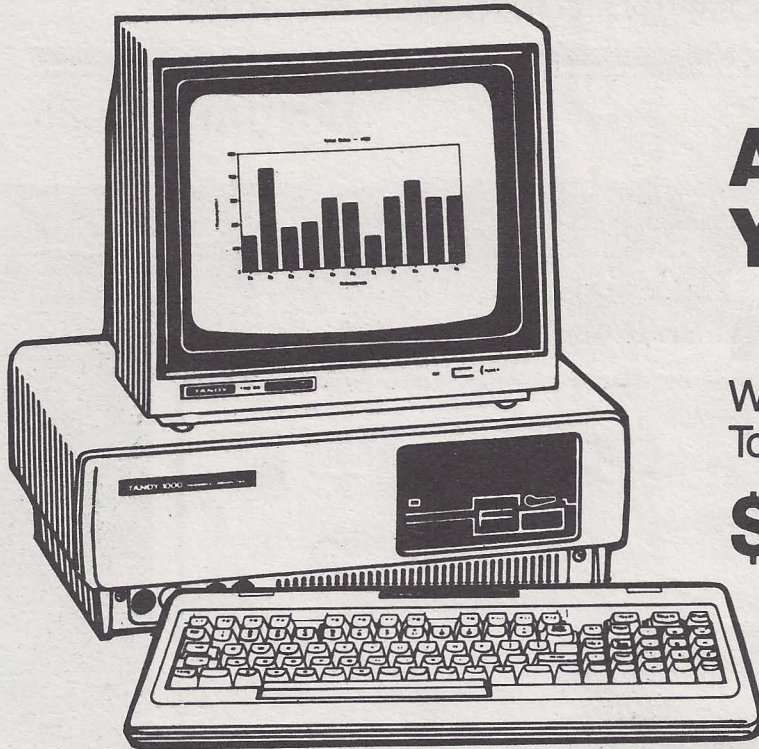
ISSN: 0740-2759

JANUARY 1985





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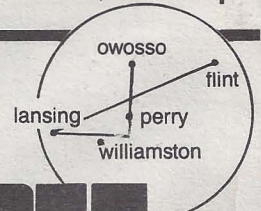
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## SPECIAL OF THE MONTH

Perry Computers will offer monthly specials in this computer ad.  
Watch for them.

■ EPSON RX-80 FT	\$310.00
■ MODEL 4 2Pr 64K	\$950.00
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■ COLUMBIA MPC 4220 2DR 256K	\$2290.00
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SS/DD (Single Sided-Double Density)	\$15.00/10 pk.
DD/DD (Double Sided-Double Density)	\$19.00/10 pk.



**PERRY**  
**COMPUTERS**



DECEMBER 1984  
 SU MO TU WE TH FR SA  
 2 3 4 5 6 7 8  
 9 10 11 12 13 14 15  
 16 17 18 19 20 21 22  
 23 24 25 26 27 28 29  
 30 31

# CONSORTIUM CALENDAR

JANUARY 1985

FEBRUARY 1985  
 SU MO TU WE TH FR SA  
 3 4 5 6 7 8 9  
 10 11 12 13 14 15 16  
 17 18 19 20 21 22 23  
 24 25 26 27 28

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
		1 Happy New Year	2	3 M3G EXEC	4	5 CCUG
6	7 TI USERS GROUP	8 OSBORNE SIG HEATH SIG	9 LACC	10	11	12
13	14 ENERGY deadline CNTUG	15	16 M3G	17	18 CHAOS	19
20	21 UPCO (IBM PC)	22	23	24	25 APPLE LUG	26
27	28	29	30 CP/M SIG	31		

## LANSING AREA COMPUTER CLUBS

Apple LUG (Lansing Users Group)  
 Meets: Last Saturday (1 week earlier in Nov.) 10:00 am  
 Lansing Public Library, 401 S. Capitol  
 Contact: P.O. Box 27144, Lansing, MI 48910

CCUG (Greater Lansing Color Computer Users Group) (MC2)  
 Meets: First Saturday, 1:00 P.M.  
 Next meeting Dec. 8  
 East Lansing Public Library, 950 Abbott, E.L.  
 Contact: P.O. Box 14114, Lansing, MI 48901  
 Terry Feichtenbiner 371-1594

CHAOS (Capitol Hill Atari Owners Society) (MC2)  
 Meets: Third Saturday 9:00 AM  
 Foster Community Center, 200 N. Foster, Lansing  
 Contact: Leo Sell 393-7792

Epson Users Group  
 Meets: Third Monday, 7:00 pm  
 Computer Source West, 422 Elmwood, Lansing  
 Contact: Ted Bozarth 332-3710 (after 8 PM)  
 or on Datamatrix BBS 332-3812

LACC (Lansing Area Commodore Club)  
 Meets: Second Thursday, 7:30 PM  
 All Saints Episcopal Church  
 800 Abbott, East Lansing  
 Contact: Jae Walker (president) 351-7061



M3G (Mid-Michigan Microcomputer Group) (MC2)  
 Meets: Third Thursday (usually), 7:30 PM  
 East Lansing Public Library, 950 Abbott, E.L.  
 Contact: Dave Chun 394-6318  
 Executive Meetings:

First Thursday, 7:30 PM  
 Beggar's Banquet, 218 Abbott, East Lansing  
 M3G CNTUG (Central Mich. TRS-80 Users Group) SIG (MC2)  
 Meets: Third Tuesday, 7:30 PM  
 Foster Community Center, 200 N. Foster, Lansing  
 Contact: Bill Torrence 393-9173

M3G CP/M SIG (MC2)  
 Meets: Last Thursday, 7:30 PM  
 Foster Community Center, 200 N. Foster, Lansing  
 Contact: Greg Martin 484-5850

M3G Heath/Zenith SIG (MC2)  
 Meets: 2nd Wednesday, 7:30 pm  
 All Saints Episcopal Church  
 800 Abbott, East Lansing  
 Contact: Bill Goodwin 349-9657

M3G Osborne SIG (MC2)  
 Meets: 2nd Wednesday, 7:30 pm  
 East Lansing Public Library, 950 Abbott, E.L.  
 Contact: Jim Pease 332-8746

TI Users Group  
 Meets: 2nd Tuesday, 7:00 pm  
 River Front Community Bldg.  
 501 N. Cedar St., Lansing  
 Contact: Steve Bennett 394-1439, Larry Reed 645-2686

U.P.C.O. (Users' Personal Computer Organization--IBM PC group)  
 Meets: 4th Tuesday, 7:30 PM  
 Contact: Skip Osterhus 321-3425

Clubs designated (MC2) are members of the Michigan Computer Consortium.

This listing is as accurate as the information we receive. To list an event or update information, contact Joe Werner at 337-7415 (evenings).



## ABOUT ENERGY

**ENERGY** (ISSN 0740-2759) is published monthly by the Michigan Computer Consortium, Inc., P.O. Box 1302, East Lansing, Michigan 48823.

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Subscriptions to **ENERGY** are provided as a benefit of membership in one of the clubs constituting the Consortium. Subscriptions are not otherwise sold. For information about joining one of the clubs in the Consortium, write the club at the address above.

## ABOUT THE MICHIGAN COMPUTER CONSORTIUM

The Michigan Computer Consortium (MC2) was formed in 1983 to sponsor joint activities involving member computer clubs. Current members of MC2 are:

CCUG (Greater Lansing Color Computer Users Group)  
CHAOS (Capitol Hill Atari Owners Society)  
CMTUG (Central Michigan TRS-80 Users Group)  
M3G (Mid-Michigan Microcomputer Group)

Information about each of these clubs is published elsewhere in **ENERGY**.

## EDITORIAL BOARD

Dennis Cullinan	(CMTUG)	372-6590
Terry Feichtenbiner	(CoCo)	371-1594
Mike Aldrich	(CHAOS)	394-2412
Rob Peck	(CHAOS)	887-0327
Joe Werner	(M3G)	337-7415

## ADVERTISING

Advertising in **ENERGY** is an economical way to promote your products or services to a key audience involved in personal computing. Four sizes of ads are available: business card, quarter-page, half-page, and full-page. Advertising space is limited and controlled, so that ads will never get "lost". Camera-ready copy is needed by the 15th of the month preceding publication. Limited graphics artwork is available at an extra charge. For more information, contact the Editor.

## ARTICLE SUBMISSIONS

Persons wishing to submit articles are encouraged to do so. Articles may be submitted via CompuNet or in camera-ready form (3.5 inch columns, 16 characters per inch, 8 lines per inch), or on disk. Contact any Editorial Board member. The deadline for articles is the 15th of the month preceding publication.



ENERGY = MC²...THE MICHIGAN COMPUTER CONSORTIUM MAGAZINE

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If a store doesn't advertise here, then let them know you would like to see their ad in *Energy*. Many dealers need to understand how many bonafide users read *Energy* regularly.



# M3G

VIEW FROM THE TOP  
by David T.W. Chun  
President, M<sup>3</sup>G

ELECTIONS and MEMBERSHIP. Mark your calendars. This is your chance to bring in a new slate of officers. For January, our entire program is the election of new officers. Naturally, the sooner we get through with this busy work, the sooner we can get to the real business of jabber jabber about computers. Remember, you're stuck with the officers you elect. If you or someone you know want to serve the club as an officer, now is the time to come forth (note. lower case). Please attend. We must have a quorum otherwise we will have to do this again in February which would take away time from our speaker [any volunteers for February?]. By the way, any volunteers for public relation person(s)?

Remember, most of the memberships should have been renewed last month. If you didn't, our current treasurer will be at the meeting to make you a bona fide voter.

MID-Michigan Microcomputer Group (M<sup>3</sup>G) is a non-profit organization of computer hobbyists, enthusiasts, and users in the Lansing and Mid-Michigan area (we also have members in other parts of the country!). Formed in 1975, M<sup>3</sup>G is the oldest personal computer organization in the area. M<sup>3</sup>G is a member of the Midwest Affiliation of Computer Clubs (MACC), and of the Michigan Computer Consortium (MC<sup>2</sup>). Membership in the club is open to anyone with an interest in personal computing (to this I might add business computing). We generally hold meetings on the third Thursday of each month at 7:30 pm. Members receive ENERGY, published by MC<sup>2</sup>, as a benefit of membership. The annual dues are \$12.00, for 12 consecutive months. Family memberships (two or more people at the same address, receiving only one copy of the Newsletter, ENERGY) are available. The first member pays full dues; additional members each pay \$1.00 per year. To renew or join M<sup>3</sup>G, come to any meeting, or send one year's dues with your name and address to M<sup>3</sup>G, c/o P.O. Box 1302, East Lansing, MI 48823.

M<sup>3</sup>G currently has four active Special Interest Groups: The Osborn SIG, the Heath/Zenith SIG, the CP/M SIG, and now the Central Michigan

TRS-80 Users Group. These SIGs hold additional meetings as their members wish, and may charge SIG dues in addition to M<sup>3</sup>G dues if the SIG so decides. SIG meetings are announced in the Meeting Calendar in ENERGY. Additional SIGs may be formed on any computer-related topic which M<sup>3</sup>G members may want.

## ADDENDUM TO VIEW FROM THE TOP

It's not often I get to comment about the recent program held, but I heard that the newsletter will be put to bed way past midnight. First of all, I would like to thank Al Macintyre for driving up from Illinois to speak to us on COMPUTER DISASTERS & COMPUTER BLUNDERS and LEARNING FROM OTHER PEOPLE'S MISTAKES. This has been perhaps our most successful program of the year. Despite being held five days before Christmas, we almost had a full house. For those of you who couldn't make it, Al regaled us with stories either he or some 'friend' had direct part in. Like the one about a business that ran out of disk space and wound up suing the programmers. Or the company that wouldn't listen to their computer expert to hire someone to mop up the water collecting around the computer system power lines and wound up later essentially rebuilding their computer center. The one I liked best was the one that makes 'War Games' sound like kid's stuff. It was hilarious for most us and certainly filled with little morals that we might take to heart in our computer dealings. Even though we had to end the meeting, a few of us coralled Al and continued the exchange of stories to after the witching hour at Begger's. I hope that we can schedule Al for another stimulating talk next year.

By the way, the January meeting is scheduled for Thursday January 17, 1985. The February meeting is going to be on Wednesday February 27, 1985. The time will be 7:30 PM at the East Lansing Public Library. See you there!



## H/Z SIG NEWS

by Bill Goodwin

It is January of '85 and the Gemini emulator board is to make its appearance this month. Has anyone seen it yet? This is being written in Dec. so I have only little bits of info and unfounded rumors.

The following is from a D.E.L. brochure:

- 1) The emulator is a baby-board, not an S-100 card.
- 2) Z-100 or IBM mode must be selected at BOOT.
- 3) There is a socket on the unit for an 8087. This is usable in either Z-100 or IBM mode.
- 4) Yes, the Z-100 will run FLIGHT SIMULATOR except for sound.
- 5) Unfortunately, the price is \$500.

The following is strictly rumor:

- 1) The board will operate with the 7.5 MHZ speedup boards. This would require the use of an 8MHZ chip if using an 8087.
- 2) The IBM mode requires a copy of Z-150 MS-DOS 2 for BOOT. The Z-150 will BOOT from an IBM PC disk so one can hope that an IBM disk will work with Z-100 also. (There are more PC's than Z-150's around to borrow disks from.)

The rumor about needing another operating system to run the IBM mode has both good and bad aspects. The bad is obvious. If you can't borrow a bootable disk from someone then the emulator will cost you \$650, not just \$500. But then there is the good side. If, instead of using PC-DOS to BOOT, I wonder what would happen if you used DR's Concurrent DOS? Would it work? Would the Z-100 do multi-tasking in the IBM mode?

A rumor seen recently in PC WEEK has a Zenith lap-top computer coming out early in 1985. It will use a rom-based version of MS-DOS called HH-DOS. (Hand Held-DOS) Microsoft is trying to get Zenith to include WORD as the word-processor in the machine but Zenith is holding out for Word-star. (BOO! HISS!) We'll just have to wait and see if this actually happens.

Just a reminder that January is the month to renew your M3G membership and select a new chairman for the SIG. Also, it would help if you would bring formatted disks with you to meetings for any software that may be distributed. Having to format disks costs a lot of time, especially when we are having a demonstration. I would recommend two for each operating system that you use.

## CMTIG

### DYNAMIC MEMORIES

by Ian Webb  
(South Bay Users Group)

I had occasion to try to expand a Model 4P to 128K. It appears that there is little or no information on the 4P available. All my magazines seem to ignore this machine. Radio Shack is tight-lipped about it and there doesn't seem to be a technical manual available.

To expand the 4P to 128K you need eight 4164 200 ns dynamic RAM integrated circuits (ICs). These are available for around \$5.25 each. WARNING! Opening your computer will void your warranty, but if you are going to do it, here's how:

1. Remove the case. Use a Phillips-head screwdriver to remove the handle by lifting the handle and taking off the two screws which hold it to the machine. Remove two screws on each side of the case near the front bezel. Set the machine on its face on a soft surface and pull off the outer plastic case.
2. Remove the screws (black Phillips-head) which hold the bottom panel to the machine.
3. Carefully remove the three connectors which you find at the left edge of the circuit board, as viewed from the CRT face.
4. Remove the disk drive ribbon connector at the right rear of the circuit board.
5. Slide out the bottom panel with the CPU board still attached.
6. Install the 4164 RAM chips into the eight sockets, making sure that all pins are fully inserted. Ensure that the orientation markings line up.
7. To the left of that area, near the middle of the board, locate ICs U89 and U90. Between them you will find a small rectangular black jumper which is connected to E12 and E13. Lift off that jumper and reinstall it so that it connects E11 and E12. You are moving the jumper away from the front edge of the circuit board.
8. Reverse the disassembly procedure to reassemble the machine.
9. Test your work by using MEMDISK from TRSDOS 6.

### NEW CMTIG MEET TIME

CMTUG has reformed as CMTIG, a special interest group of M3G. Meetings will be held on the third Thursday of each month at the Foster Community Center at 200 N. Foster Street, near the Dunkin Donut shop on Michigan Avenue in Lansing. The meetings will start at 7:30 PM in Room 109. Mark your calendars and please help us keep the TRS community active in the Lansing area.



CCC	H	H	RRRR	III	SSS	T	A	SSS
C	C	H	H	R	R	I	S	S
C		H	H	R	R	I	S	
C		HHHHH	RRRR	I		S	M	AAAAA
C		H	H	R	R	I		M
C	C	H	H	R	R	I	M	M
CCC	H	H	R	R	III		M	M

SSS	PPPP	F	III	A	L
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S		P		I	A
S	S	P		I	A
SSS	P		CCC	III	A

WHILE SUPPLIES LAST

<\*>

## 5 1/4 inch DISKETTES

### VERBATIM

single sided : double density  
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## COCO NOTES

By Terry Feichtenbinder  
CCUG President

Many of us find that computing is just the cure for cabin fever. With this in mind, the Greater Lansing Color Computer Users Group is beginning it's full scale attack on Winter!

Two of our Special Interest Groups are being reactivated. The user group format allows subgroups of members with specific application interests to meet and discuss their chosen topics.

The HL SIG (Assembly Language SIG) will start up shortly. Any editor/assembler can be used but the Radio Shack EDTASM+ is much preferred for instruction purposes. The OS-9 SIG is also starting up. Group members will need an OS-9 operating system environment. See Randy King, Brad Zvonar and Greg Miller for more information.

Speaking of our favorite CCUG VP/Librarian, Greg Miller, the December issue of THE RAINBOW magazine has an advertisement for Greg's adventure game on page 126. Something about a pirate if I remember right. If Greg would give CCUG members a discount, maybe I could remember what the title of the game was.

It's election time at CCUG! The current officer slate has been in office for over one year. Some of the officers have been faithfully serving for twenty months. We have gained a lot of new members in the past year, and it's time to give others the opportunity to serve. ELECTIONS FOR THE OFFICES OF PRESIDENT, VP/PROGRAM, TREASURER, PUBLICIST AND LIBRARIAN WILL BE HELD AT THE FEBRUARY MEETING, ON 2/2/85. Be sure to attend and volunteer or cast your vote.

The next meeting will be held on January 5, at 1:00 PM in the East Lansing Public Library. Guests are always welcome.

COOCommunications  
by John Evans

Introduction: The purpose of this (occasional) column is to explore the computer telecommunications world. Since I am the system operator for a bulletin board here in Lansing, I'll refrain from commenting about my system. The emphasis will be from the perspective of YOU the user; what you can expect to find if you call, etc.

## Tell Coco...

The Canton Color-80 BBS (#39) operates 24 hours each day. The system operator (SYSOP) is Wade Hampton. The Canton Color Computer Club supports the 300/1200 baud board and you can make Ma Tell happy by calling this long distance BBS at (313) 391-5611 (Canton Michigan).

The BBS is easy to use. In order to make full use of the board, Wade asks that regular users (once a month or more) apply for a password. For new users with a standard screen Coco, the main menu contains (A)pplication, (D)atabase, (F)ile Transfer, (H)elp File, (I)ub Info, (P)ictures, (T)ime & Temperature, (X)tra Facts, (C)onfigure System, (E)lect. Shop, (G)oodbye, (I)nfo Future, (M)essage Base, (R)umors, (U)ser Logs and (Z) or CR= Menu.

Most of the options are self-explanatory. (I)nfo Future contains interesting scientific breakthroughs, (R)umors provides unofficial information about what the various computer companies are planning, and (P)ictures has Graphicom-type monochrome graphics.

The downloads are in ASCII format. Naturally, the downloads, graphics, and electronic shopping are for Tandy Color Computer users.

## Local Coco...

SYSOP Al Brag, who presently operates the REBE in Ferry Michigan will be changing his BBS software to TEEB (like CompuNet). He expressed the interest in offering a Coco message base. The TEEB software should be online by the time you read this issue. His BBS data line is 625-7822.

BabbleNet has an interesting message base called (S)anta. By the time you read this issue, the holidays will be gone and the (S)anta base with it. But, Letters to Santa is one of the many special message bases to be found on our local boards. It's well worth the time to logon to the BBS's that interest you to see what they are up to! BabbleNet's telephone number is 321-9652. The SYSOP is Dennis Hill.

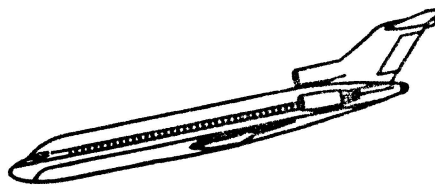
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IMPORTANT NOTICE: The telephone number for Kenchboard BBS was an INCORRECT listing in November's issue of Energy Magazine. The correct number is 394-2447. Please make a note of it! The Club and SYSOP extend an apology to the readers who called the incorrect number and most of all, to the people who have that similar telephone number.

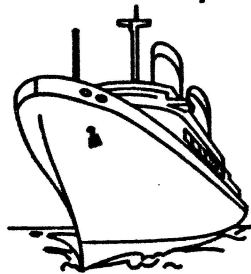




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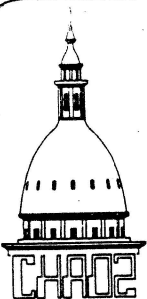
This ad. was created using DIAGRAPH (tm) and an HP 150.  
It was plotted on a Hewlett-Packard plotter (of course!)

## FLOPPY DISK HANDLING and STORAGE

Handling precautions to protect against possible failure

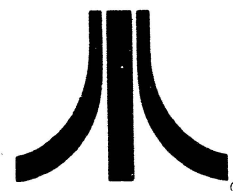
<p>1. Do not touch the disk surface. Easily contaminated and causes errors.</p>	<p>2. Do not use solutions: alcohol, thinner, freon, to clean the disk.</p>	<p>3. Do not use magnets or magnetized objects near the disk. Data can be lost from a disk when exposed to a magnetic field.</p>	<p>4. Do not bend or fold the disk.</p>
<p>5. Do not place heavy objects on the disk.</p>	<p>6. Do not use rubber bands or paper clips on the disk.</p>	<p>7. Do not write on a disk label with a pencil or a ball-point pen. Use a fiber-tip.</p>	<p>8. Do not use erasers.</p>
<p>9. Put I.D. labels in a right place, never use them in layers.</p>	<p>10. Insert carefully, by grasping upper edge and placing it into the drive.</p>	<p>11. Keep disk in its envelope.</p>	<p>12. Store disk not for immediate use in their box, and set it-up.</p>
<p>13. Do not expose the disk to excessive heat or sunlight.</p>	<p>14. Operating environment 10°C to 50°C (50°F to 122°F) 20% to 80% RH less than 79°C (wet bulb temperature)</p>	<p>15. Storage environment 4°C to 53°C (40°F to 127°F) 8% to 80% RH</p>	<p>16. Transportation During transportation the disk shall be in its envelope and in a protective box. Temp: -40°C to 53°C (-40°F to 127°F)</p>

# CHAOS



C.H.A.O.S. WELCOMES YOU  
TO THE WORLD OF THE

## ATARI



CHAOS is not affiliated with Atari

### CAPITOL HILL ATARI OWNERS' SOCIETY

#### C.H.A.O.S IS:

C.H.A.O.S is the Capitol Hill Atari Owners Society. CHAOS meets every third Saturday in the Foster Community Center (200 N. Foster). The meetings run from 9am-12 noon. The presentations at meetings include new hardware and software and news. Business is limited at general meetings to make the meetings more enjoyable.

#### C.H.A.O.S MEETINGS ARE:

##### FUN, EXCITING, INFORMATIVE, AND CHAOTIC

You will have to see a CHAOS meeting to believe it. The discussions are lively, with lots of news and information. The presentations are of general interest. The speakers arrange their presentations to be understood by the beginners in the group as well as the experts.

The presentations at any meeting may include wordprocessors, games, databases, educational applications, utilities, hardware, and hardware modifications and enhancements.

There are experts and beginners in CHAOS and there are Special Interest Groups periodically when interests arise.

#### C.H.A.O.S. IS YOUR BEST COMPUTER PERIPHERAL

In addition to receiving a monthly newsletter that will keep you informed of local, national, and international events in computers, you will have access to the largest Atari public domain library of programs in the world. C.H.A.O.S. HAS OVER 600 PROGRAMS IN ITS LIBRARY.

The CHAOS library is growing every day. This can save you a great deal of time and money. Programs that you write can be added to the CHAOS library. If you would like a

listing of the programs in our current library, please send a large self-addressed, stamped envelope. Include an extra 50 cents if you are not a CHAOS member to cover printing costs. Mail your request to CHAOS, P.O. Box 16132, Lansing, Mich 48901.

#### C.H.A.O.S. RUNS A BULLETIN BOARD SYSTEM

CHAOS runs a Bulletin Board System that you can dial into if you own a modem. The telephone number for the BBS is 517-627-4243. CHAOS's BBS is one of the most sophisticated systems in existence. It provides a means of leaving messages for other computer owners and a means of obtaining FREE software. Join CHAOS now and get your password right away.

#### C.H.A.O.S. PUBLICATIONS LIBRARY

CHAOS has many books and other publications about the Atari computers that can be checked out by members. Each month CHAOS receives newsletters from other Atari clubs from around the world.

#### HOW TO JOIN C.H.A.O.S.

If you would like to join CHAOS then fill out a membership form or send your Name, Address and \$12.00 (Yearly membership fee) to:

CHAOS  
ATTN: MEMBERSHIP  
P.O. BOX 16132  
LANSING, MICHIGAN  
48901

#### CHAOS's Officers and Leaders

Position	Name	Phone#
President:	Leo Sell	393-7792
Vice president:	Lance Ward	393-1357
Treasurer:	Rob Peck	887-0327
Newsletter Editor:	Mike Aldrich	394-2412
Program Librarian:	Guy Hurt	484-7675
Pub. Librarian:	Mike Aldrich	394-2412
Rec. Secretary:	Sandy Theisen	882-0124
Cor. Secretary:	Dick Peterson	485-7727
Program Coordinator:	Diane Genshaw	355-8229
BBS Sysops:	Barry Schroder	627-6708
	Mike Cluley	627-7807
	Dave Hepfer	484-4133
BBS Librarian	John Nagy	487-5646

#### C.H.A.O.S. NEWSLETTER EXCHANGE

If your Atari users group would like to exchange newsletters with CHAOS PLEASE send your newsletter to the following address:

C.H.A.O.S.  
ATTENTION: NEWSLETTER EXCHANGE  
P.O. BOX 16132  
LANSING, MICHIGAN  
48901

Please update you current list of CHAOS addresses, officers, and BBS number with the previous information.



# CHAOS

## PRESIDENT'S CORNER

by Leo Sell

My column this month consists of a thorough membership survey. Please fill it out as completely as possible, giving brand names or model numbers wherever appropriate. Of course all answers are voluntary. We hope to use the information gathered to better serve the membership. We would like a high rate of participation. If we get it we may publish a Membership Directory. A directory would give us all an opportunity to know each other better. Please fill the survey out and mail it to the CHAOS Box number as soon as possible. This is a small, but important way to support your club.

### CHAOS MEMBERSHIP

#### SURVEY

##### PERSONAL PROFILE:

Member name: \_\_\_\_\_

Family members: \_\_\_\_\_

Residence ph: \_\_\_\_\_

Employer: \_\_\_\_\_ Position: \_\_\_\_\_

Phone: \_\_\_\_\_

Hobbies: \_\_\_\_\_

Please rate your programming proficiency (circle one, 1 is low.) 1 2 3 4 5

Programming languages: (circle) Atari Basic, BasicXL, Logo, Machine language, Pilot, Action, Other \_\_\_\_\_

What Special Interest Groups would you support? (circle any you care to): Novice users, Basic Users, Tape users, Business/utility SIG, Assembler users, other \_\_\_\_\_

##### EQUIPMENT/SOFTWARE PROFILE

Please circle or write the brand name or model numbers of the equipment you own. Also indicate any enhancements such as an 80 column board or keyboard, etc.:

400 \_\_\_\_\_ 800 \_\_\_\_\_ 600XL \_\_\_\_\_ 800XL \_\_\_\_\_

Enhancements: \_\_\_\_\_

Tape drive \_\_\_\_\_ Disk Drive \_\_\_\_\_ ATR8000 \_\_\_\_\_

Enhancements: \_\_\_\_\_

Printer \_\_\_\_\_ Modem \_\_\_\_\_ Monitor \_\_\_\_\_ Touchpad \_\_\_\_\_

Other equip: \_\_\_\_\_

Other computers owned: \_\_\_\_\_

Subscription Services: (circle) CompuServe, Source, Dow Jones, Plato, other \_\_\_\_\_

Software owned: (original only please)

Word processing software: \_\_\_\_\_

Database: \_\_\_\_\_

Other business/utility software: \_\_\_\_\_

Favorite game software: \_\_\_\_\_

Are you interested in seminars or tutorials re: on Letter Perfect, Visicalc, etc \_\_\_\_\_

Please put an X next to any information you would not want published.

## MUSINGS

by Leo Sell

Lots of incredible rumors floating right now. By the time you read this some of the dust should be settled. See what comes true out of these rumors:

The new 800XL will retain its compatibility with the present XL's and have 128K (probably bank-switched) RAM. There will also be a suitcase portable. The Pokey, 6tia and Antic will be combined into one chip. It will have 16 voice stereo sound. All this at a rumored price of \$230. There also rumors that Atari will release an upgrade for the previous 800XL which will upgrade it to 128K and give 80 column capabilities.

The larger machine is rumored to be a competitor with the MacIntosh. It will be a 16 bit, Motorola 68,000 chip-based. It will come with 128K standard, 400x600 resolution and 8 channel sound. Maybe there will be a built-in modem. This will be at a price of \$300 if they don't include a disk drive. Some rumors have it that a Sony 3 1/2 inch floppy will be included, others say it will be an add-on enhancement. Supposedly there will also be a \$200 Hard disk, 5 to 10 MBytes, available.

Another rumor is that a Home graphics computer with 3D design capabilities will be produced for under \$1000.

One more rumor is that they will have an MSDOS compatible machine for less than \$1000 whose graphics blow Big Blue away.

Well, there you have it. This is being written a month in advance. How much was true? If half turns out to be fact Atari should do very well indeed.

As we look at rumors it's good to look back and see an old rumor. From the ABC's newsletter, 11/84: Quoting their 11/82 newsletter, "Atari is also introducing ...the Atari 1000. Said to sport a 16 bit cpu and the familiar 8 bit 6502...The new machine is said to be capable of running all present Atari programs and graphics on the 6502 and all programs presently running on the IBM PC, to have more memory than the IBM PC and to run CP/M programs... The list price is said to be around \$1500." What actually rolled off the line in January 1983 was the 1200XL, 6502 based and retailing for \$899.

Rumor is that Trak is filing Chapter 11 Bankruptcy.

Went to Impressinn 5 to see Chips and Changes, etc. I was displeased when I looked to their computer lab at roughly 10 Commodores and 1 Atari. Then I went down to see the Chips and Changes exhibit. Nearly every hands-on computer was an Atari 800XL. They did not have protective cases or other protection. They were wide open to all

kinds of abuse. Helps demonstrate the durability of an Atari. Well, that's all for this month. See you at the meeting. We are back to our regular schedule. Third Saturday, Foster, 9 am.

# CHAOS

## SPY VS SPY

Reviewer: Ralph Fellows

A good game. Based on Antonio Prohias's cartoons in Mad magazine. For one or two players. Unusual split-screen display allows each spy to move from room to room independently.

### Details

SPY VS SPY pits a white spy against a black spy. They both search through an embassy building, trying to find certain objects -- a briefcase, a roll of cash, etc. When one spy has possession of all the objects, he exits to an airport and flies away.

It's not easy for one spy to get all the objects, however -- the other spy is always busy, too. In order to thwart each other, the spies can lay traps -- bombs, pails of water over doors, and so on. If cleverness doesn't work, they can clobber each other with clubs. In the two-player game, each player controls one spy. In the one-player game, the computer plays one of the spies.

Play is done entirely with the joystick. You move your spy by pushing the stick in the appropriate direction. To search a room, you position yourself next to the item you want to search -- a bookcase, filing cabinet, or whatever -- and press the button. You lay traps by pushing the button twice, then selecting from a set of icons shown on the "trapulator". You also have access to a floorplan of the embassy.

Each room is shown in perspective, like a theater stage. Each spy can see only one room at a time. When the spies are in the same room, they both move about on the same display. When they are in different rooms, each spy has a display of his own: two displays appear, one above the other. If you like, you can keep an eye on what the other spy is up to. The spies are very good likenesses of the characters in the Prohias cartoons that Mad magazine has been running for the past twenty years or so. Each spy has a trenchcoat and widebrimmed hat in the appropriate color, and a long pointy nose. When one spy's trap catches the other spy, the perpetrator chuckles with a revolting leer.

### Opinions

The split-screen display is an excellent advance in game mechanics. I predict we'll be seeing many more games with similar displays. Unfortunately, I have some problems with this game. When it begins, both spies are in the same room. If you're playing solitaire, the computer-controlled spy commences belaboring you with his club, and the game may be over in a matter of seconds. Furthermore, there's a lot to keep track of -- what you're carrying, what the

other spy is carrying, where you've laid traps, where he's laid traps, where the rest of the objects are, and what he's doing from moment to moment. I'm not saying the game is impossible -- just difficult, even at the lower levels. I expect it takes several hours of play to get comfortable with this game, and I haven't had the urge to spend that much time on it.

## COMPUTER WAR - Thorn ENI

Reviewer: Ralph Fellows

### Summary

A fair game. You have to knock down incoming cruise missiles before they destroy all your bases. Although it sounds like Missile Command, the mechanics are quite a bit different.

### Details

In COMPUTER WAR, you are in charge of antimissile defense for the North American continent. A map shows where your bases are: these you have to protect. The map also shows incoming enemy cruise missiles: these you have to shoot down.

To shoot down a cruise missile, you position a pair of brackets over it on the map with your stick and press the button. The map is then replaced with a view from the ground in that sector. To find the missile, you push your stick left or right to rotate your point of view around the horizon. As you get close to the missile, the computer beeps at you -- faster and faster until the missile is in sight.

To shoot at the missile, you press your button. But you have to work fast -- the missile is in constant motion, and it will zip over your head or past you to one side if you don't hit it. Then you have to rotate all the way around to catch it going away, or even exit back to the main map to reposition your brackets.

There are always more missiles on the main map than you'd like. Each one that gets through destroys a base and raises the "DEFCON" level (as in the movie War Games). When the DEFCON level gets too high, you lose. If you shoot down one swarm of missiles, there's always another one waiting.

### Opinions

This is an adequate arcade-style game. There's lots of action, lots of pressure, fair graphics and fair sound effects. If I've skimmed on the description of details, it's because the game didn't really impress me: the theme is pretty worn out by now, and the mechanics are interesting but not exciting.

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# CHAOS

## CUSTOM CARTRIDGES: EASY AS ABC by Claus Buchholz

Home computers in recent times have shown incredible price drops. The low cost has made the idea of dedicating a computer to a single task quite feasible. To run your own program, though, the computer needs to load it from either a slow and unreliable cassette player or a delicate disk drive whose price dwarfs that of the computer. Also, the operator needs to be taught how to load the program.

The plug-in ROM cartridge seems an ideal solution to these problems, but you need expertise in assembly language and considerable time to develop one. With the help of this article, the ABC BASIC compiler, and an EPROM burner, a less-experienced programmer can now produce easy-to-use cartridges for his or her Atari computer.

### Making Cartridges

Your BASIC programs are no more than data for the interpreter program contained in the BASIC cartridge. The BASIC cartridge must be plugged into the computer to run the programs. Except in the case of the Atari 800, this leaves no room for a custom cartridge.

A compiler eliminates the need for the BASIC cartridge for running your programs. It converts your BASIC program into a machine language program stored in a disk file called an "object file." This object file can be loaded from disk and will run without a BASIC cartridge. As an extra bonus, compiled programs usually run faster than the original BASIC programs.

Several BASIC compilers are available for the Atari, but this cartridge system has been developed for use with the ABC compiler (version 1) from Monarch Data Systems. It is a good compiler that places few restrictions on the programs it can compile. See the ABC documentation for details of its use.

Program 1 takes the object file produced by the compiler and converts it into data files for use by an EPROM burner. An EPROM burner (also called an EPROM programmer) is a peripheral that can place data permanently into an Erasable Programmable Read-Only Memory chip, the primary part of a cartridge. The most popular EPROM chips hold either 4K or 8K bytes, and cost from \$5 to \$7 each. The EPROM burner itself, including software to run it, may cost from \$90 on up.

The documentation included with the EPROM burner should give details about programming the EPROMs. The data files created by Program 1 are

object files themselves, as they include the standard six-byte header. If your EPROM burner software doesn't accept the header, delete line 430 from Program 1 and it will no longer write headers.

To make a single cartridge, you will need from 1 to 4 EPROM chips and a cartridge board to plug them into. Cartridge boards are available in 8K or 16K sizes for between \$10 and \$30 each. Check the ads in this and other magazines for sources for cartridge boards, EPROMs, and EPROM burners.

### Using the Cartridge

After you make the cartridge, simply plug it into an Atari computer and turn it on. If a disk drive is attached and on, the disk will boot, but there is really no need to have any peripherals connected. The computer, the cartridge, and a TV are all you need.

When you turn on the computer, the cartridge automatically copies the object file from EPROM to RAM, just as if it were loading from disk, and executes it. All the operator has to know is where the power switch is.

### The Programs

Program 1 requires 40K RAM to run, but it is not much to type. It performs a checksum on the numbers in the DATA statements when it runs, to help catch typos. It then asks for the object file and reads it into a buffer. Next, it asks for the size of EPROM you're using and tells you how many you need. Finally, it writes data files to the disk, one for each EPROM.

The extender on the name of each data file identifies the address range of that EPROM. For example, a data file with the extender .B is for a 4K EPROM that will occupy the ROM address range B000 - BFFF hexadecimal. A file with extender .89 is for an 8K EPROM that will occupy the range 8000 - 9FFF. The instructions for the cartridge board should tell you where to put the correct EPROMs.

Program 1 will convert most any object file into EPROM data. It is not limited to object files produced by the ABC compiler. The object file to be converted must meet some restrictions, however. These are:

1. The file must be no longer than 16K bytes (8K bytes if you have only an 8K cartridge board). Program 1 will notify you if the file is too long.

# CHAOS

## CUSTOM CARTRIDGES: EASY AS ABC

by Claus Buchholz

2. The file must have a run address appended to it, that is, it must run automatically after loading under Atari DOS (DOS/A+ .COM files may not work).

3. The file must be able to fit into the RAM space of the computer that will run the cartridge. By the same token, the file must not overwrite the cartridge address space. Remember that a 16K cartridge limits the computer's RAM to 32K and an 8K cartridge limits it to 40K.

4. The program in the file must not make use of DOS in any way after loading, since DOS will not be present when the file is loaded from cartridge.

This last point brings up a further consideration. Object files loaded by DOS obviously can't overwrite DOS, so they usually load somewhere above DOS in memory. Since DOS isn't present when the cartridge runs, the RAM where DOS lay is wasted. In a 16K machine, this is bad.

There is a solution in the case of ABC-compiled programs. The short Program 2 produces an object file that loads at 0700 hexadecimal, using the wasted space and leaving more high memory for graphics screens and such. Program 2 requires two versions of the compiled object file, which ABC easily produces. Program 2 is slow but it can itself be compiled by ABC to speed it up.

### Uses

A university statistics professor writes programs for his Atari that vividly demonstrate random processes and other statistical phenomena to his students. His programs are short and they use a joystick for input. Since he must carry the computer to class, he uses an Atari 400 and his own cartridges.

A computer hobbyist's grandfather suffered a devastating stroke which has left him speechless and paralyzed. He could communicate only by answering yes-no questions with blinks of his eyes. The hobbyist wired a blow tube to an Atari 400 and wrote a BASIC program that allows his grandfather to build messages on the screen for all to read. With the program on cartridge, all the nurse has to do is turn on the computer and TV to see what the patient desires.

A cartridge can cost very little to make, especially if you spread the cost of the compiler

software and the EPROM programmer over several cartridges. Perhaps your local users' group could purchase and share the necessary items, saving individuals some money.

## LIBRARY DISK 628 ADVENTURES REVISITED

Reviewer: Ralph Fellows

In an earlier article, I reviewed the games on CHAOS library disk 628. This is a followup, after several hours study, on the two text adventures: SABOTAGE and CRSHDIVE.

SABOTAGE first. Written in BREAKable and LISTable Basic, the game can be conquered by looking at the source code. I wouldn't normally indulge in this practice, but the game's parser (or my imagination) is so limited that I couldn't do anything significant. Sure, I could pick up all kinds of interesting objects, but I couldn't even push a button. Confronted with a red button, I tried PUSH BUTTON and PUSH RED BUTTON. In both cases, the game replied with NOTHING HAPPENS.

The correct command, as I discovered by perusing the source, was PUSH RED. Now, plenty of things happened.

The adventure turns out to have about forty rooms, sixteen objects, and several adversaries to overcome. The key to solving the puzzle is all in pushing the right buttons at the right time.

(By the way: if you're tempted to check out the source code, the string literals have been enciphered in a fairly easy-to-crack pattern.)

Now for CRSHDIVE. As it turned out, issue #18 of Analog magazine was essential to solving the puzzle. To begin with, the object of the game is to destroy the sub, even though you're still inside it -- it mustn't be allowed to fall into enemy hands at any cost. The trick is to fire your missiles at the sub itself. But you can't set the missile launching coordinates until you can figure out where the ship is. The key point, brought out in Analog, is that the location indicator gives out randomized information until the ship stops moving -- then it reads correctly.

\* \* \* N E W B B S N U M B E R \* \* \*  
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# CHAOS

## HARDWARE REVIEW

### OKIMATE 10 PRINTER

by Mike Caddell

Reprinted from the

Dec 84 - DMC-DICE

I would like to give my reaction to a new product on the market for the Atari (and Commodore) computers, the Okidata Okimate 10 four-color printer.

I first saw one of these printers at the October DAL/ACE meeting and, although I didn't actually see it run, I did see a color printout that supposedly had been run on it. It was absolutely gorgeous and I knew that I had to have one of those printers. I had already been attracted to this product by the glossy four page ads being run in ANTIC and ANALOG, and in fact had been trying to locate one by calling Okidata's toll-free 800 number. The closest I had come to finding one was through the Best Products national mail order line, which Okidata had referred me to. They had only a two week backorder time, compared to 4 to 6 weeks with the other distributors. Just on the wild chance that a local Best store might have one I called the store on LBJ and they had the basic unit in stock. Okidata's advertised list price was "under \$250". Best's price was \$149.95 plus tax. I picked up the printer immediately after the DAL/ACE meeting in October.

But that was just the beginning of my search for the perfect color printer because I was suprised to learn from Best that buying the basic printer only got you half way to your goal. You also absolutely have to have their interface kit which they call the "Plug'n Print" package. This kit contains a plug-in interface specifically designed to interface either an Atari or Commodore computer. It also contains a color ribbon, a black ribbon, about 25 sheets of letter-size fanfold thermal printer paper, a tutorial and demonstration disk, and, believe it or not, the instruction manual for the printer itself. The instruction manual and tutorial disk are fairly clear and thorough.

My search began to get difficult because none of the Best stores in Dallas had the Plug'n Print package in stock, and didn't expect to get any for four weeks. My first reaction was to call the Best store in Wichita Falls where my parents live, and find that they had plenty in stock. I put one on hold there and resumed searching in the Dallas area. I finally located an Atari pak at the Best store on Highway 360 in Arlington. After a roundtrip drive of three hours from my far Northeast Dallas home, I was in business.

The Plug'n Print pak for the Atari cost \$59.95, bringing the total price of the printer package to about \$210 plus tax. This is not really a bad deal for the Atari owner because the plug-in interface is actually a real interface and connects via the supplied I/O cable directly to the Atari computer without need for an 850 interface. The cable supplied with the pak is the standard I/O cable like the one from our disk drives to our computers. Thus for your \$210 you get a pretty good computer, a workable interface, and a printer cable.

Unfortunately, I had already paid \$75 for an MPP 1150 interface to use with the printer if and when I finally found one, so now I have an extra cable and printer interface. I'm sure I can find another use for the MPP 1150 though.

Hooking up the printer is very basic and was even easy for me, an inexperienced computer operator. The interface plugs easily into the side of the printer, a plastic cover snaps over the interface for aesthetic appeal, and the I/O cable plugs into the interface in either of its two ports, and the other end of the cable goes into your disk drive or other peripheral. The second port on the Okimate can be used for daisy-chaining additional peripherals. The accessories with the pak also include a tutorial disk with graphics examples in black and in color. The demo prints you produce on the Okimate 10 are very impressive, although the color printing is very slow.

The printer has some very desirable features and some that aren't so desirable. It can utilize either pin feed or friction feed. The paper is very easy to load and the pin drive for the right margin is easy to adjust. There is no Line Feed/ Form Feed option on the Okimate 10. This is not a real downfall though as it is easy to pull the paper through the printer without any damage to the paper or the drive mechanism. There is also a self-test function which can run the printer through its main set of characters without any input devices being hooked up. One major disadvantage is the slow speed of printing color graphics. The color ribbon has four colors, each occupying sections about an inch long on the ribbon, alternating throughout the entire length of the ribbon. The printer prints one line in a single color and then goes back over that line with each of the other colors until the line has the proper mixture of colors, at which time the printer will advance to the next line. Changing from black and white to color printing requires changing the ribbons, a relatively easy task, but time-consuming nevertheless.

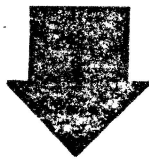
Another disadvantage is the lack of a cheap supply of printer paper for the Okimate 10. It requires a very slick thermal printer paper and does not work well at all on any normal type of dull paper such as bond or rag. Okidata recommends Hammermill 199 type paper, which I found must be bought in 60 roll lots, at \$30 per roll; (yes, you figured it correctly, that's \$1800 for paper). Alternatively, you can order paper from Okidata for the Okimate, at a price of \$10 for 250 sheets. Replacement ribbons can be bought from Okidata at \$6 each for black and \$7 for color. I ordered several of these over a month ago and when I hadn't heard anything from them I went to Best and bought the ribbons for two dollars less, each. Right now my Okimate 10 is setting on my desk at work, silent and dead, waiting for some slick paper to feed it. My local Videoland dealer also carries the Okimate 10 but has no paper either. He recommends you buy coated typing paper from a stationery store, but that means feeding in one sheet at a time.

As far as performance as a regular printer, the Okimate 10 is about average. I have an Olivetti inkjet printer that is faster, quieter, and gives a clearer, more readable print, using plain roll paper, plus it also

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does superb black and white graphics; but it doesn't have color graphics capability. On the proper kind of paper the Okimate gives a fairly good, readable print, at a medium speed (60 CPS). It runs quietly and smoothly, and doesn't require frequent paper adjustment. It's about the size of a thick volume of the Encyclopedia Britannica, therefore being about one-fourth as big as my Olivetti.

I know I have omitted some of the Okimate's technical features from this review, but those can be found in the advertising Okidata is publishing each month. What I've tried to give is the view of a non-expert owner/user who has just bought the Okimate 10. I think that on the whole, it is a pretty good buy, and can fill almost all of your printer needs, except, of course, letter quality printing. And the color graphics are amazing for a \$210 rig.



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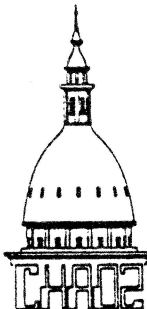
```

Graph-lister is a printer driver program for ATARI 400 & 800 computers using EPSON MX series printers with GRAFTRAX PLUS option. Cassette or disk version will drive the printer from joyports 3 & 4 or an 850 interface or an ATR8000 !!! If you are tired of garbage characters in your BASIC listings then you need Graph-lister. \$25

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## HOT RUMORS FROM ATARI

downloaded by John Pellet

Compuserve SIG\*ATARI Database Access

ANTIC MAGAZINE SPECIAL REPORT

11/13/84

**SUNNYVALE, CA**--The new Atari Corp. today dropped the price of the Atari 800XL to "under \$120" from \$179 -- and hinted that some major retailers may drop the price to \$99.

Atari 1050 disk drives will be cut to below \$200 for holiday shopping, and the 1010 data recorder and 1027 printer will also be reduced in price, according to Vice President for Marketing, James Copland.

An Atari 800XL with disk drive, 1027 printer and Key software should be available now for under \$600, Copland said. Atari Christmas sales will be supported with a multi-million dollar print advertising campaign with the theme, "Even Scrooge would give one..." The ads will feature a quote about the 800XL from the December ANTIC Buyers Guide.

At the January Consumer Electronics Show, Atari will show a line of three to five 8-bit machines compatible with the current 800XL and a new line of 16-bit machines. All products are to be on the market during the first quarter of 1985.

True to their "Rock Bottom Pricing" strategy, Atari will also introduce a new modem and full-sized color printer at CES. In an exclusive interview with ANTIC following his press conference today, Traniel underlined his commitment to Atari telecommunications and said that the 1985 modems will upload and download at 300 and 1200 baud and connect without any interface box.

Telecommunications was emphasized by Sig Hartman, President Atari Software, who told ANTIC that the Plato cartridge was their number 1 new software product. Hartman had evidently been (unsuccessfully) trying to develop a Plato terminal emulator at Commodore for the C64 since 1983.

Traniel pledged to start a new program of support to user groups. "When a person buys a computer, he shouldn't be left out in the cold. We'll give him as much support as we can if he Needs help," Traniel said.

The first look at the new 32-bit Atari computers will come in April at a computer show in Hanover, Germany. After the conference, Sam Traniel privately confirmed that this machine would utilize the new National Semiconductor 32032 and would be a "WAX in a box." Copland would only say that this new machine would be a "user-friendly reliable computer at rock-bottom prices."

"We give the people what they want. Our work ethic is to constantly strive for improvement," Copland said, echoing Atari owner Jack Traniel's philosophy of

# CHAOS

"computers for the masses, not the classes."

"We always try to reduce the computer's cost to what's affordable for the customer," said Tramiel. "Our goal is to make the best computers at every meaningful price point between \$100 and \$1000."

The new Atari Corp will not charge more than \$49 for software, said Tramiel.

Although he would not outline specifics, Tramiel said all the 8-bit machines will be compatible, at least one will offer 128K, and at least one will be a portable, luggable computer.

The new 800XL will look almost exactly like the older machine, but will contain improved new design technology, according to company president Sam Tramiel.

The company's line of 16-bit and 32-bit microcomputers will use a proprietary operating system and VLSI custom graphics coprocessors developed by Atari in Sunnyvale, according to Sam Tramiel.

These computers will also feature GEM, the Macintosh-like Graphics Environment Manager produced by Digital Research, according to Sam Tramiel.

GEM is an extension of the operating system and supports overlapping windows, pull-down menus, icons, nice and other advanced user-friendly features.

Meeting with the press en masse for the first time following their purchase of the company, Atari executives were almost astonishingly open about their confidence in the future. Atari Corp. is projecting \$1 billion in sales during 1985, Copeland said.

Copland said Atari expects to sell at least a half million 800XL's within the next five months, using a network of major mass retailers and distributors.

Orders for the 800XL have exhausted Atari's current inventory, and the company is now manufacturing 150,000 new machines monthly at factories in Taiwan and Ireland. Another facility will be operating in Japan soon, according to Sam Tramiel.

At test markets in Detroit and elsewhere, the newly low-priced 800XL sold out almost overnight, with no advertising, said Sam Tramiel.

"Most people six to 26 know how to use computers. We don't have to educate them on how to use computers the way IBM does. I believe American parents want to educate their children to the greatest possible degree," Jack Tramiel told ANTIC, adding that he intends to offer price incentives for schools to purchase Ataris.

Tramiel's philosophy is very clear. "We sell products to individuals--personal computers. We do not intend to compete in business computers."

However, Tramiel also said he is prepared to knock out anyone who sells computers, including Apple and IBM, if they choose to compete with him.

"After I left Commodore -- due to philosophical differences with the management -- I noticed business was becoming very dull. Everyone was sitting around, being very greedy and trying to get as much money as possible. There was a need for new life and excitement in the computer business," Tramiel said.

"The end-user is intelligent. He knows what he wants," said Tramiel. He said he intends to support his customers by increasing the existing software base, working closely with third-party software developers.

Tramiel said the new machines will be backed by a 90-day warranty, during which time a customer could obtain a new, replacement unit if problems develop with the computer. After that, customers could take their machines to any one of some 1,500 service centers around the country or mail it to Atari for service.

"We like to convert proven products into personal use--for the lowest price," said Tramiel. His company, although it continues to design its own chips, will not conduct leading-edge research.

The next step for Tramiel, after his current plans, is to "turn around mainframe technology for a hand-held computer."

Executives hope to take Atari public in 1985, after raising \$150 million through three \$50 million private and stock-market placements.

"In 1987, there will be 50 million personal computers sold worldwide, and over half of those will be below \$200," Tramiel predicted. "Back when I was in the calculator business I correctly predicted that the price would drop to \$9.95 (from over \$1,000) within 10 years."

Tramiel also said he would decide in January if Atari will continue producing and marketing the company's 2600 game machine.

This report is presented as a service to Compuserve Atari SIG members by ANTIC Magazine. Look for more of these same-day dispatches on major Atari news by ANTIC on Compuserve.

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# CHAOS

## Buzzwords Reprinted from the Dec 84 - SCCC

Our illustrious president Phil Mitchell has started a newsletter phenomenon across the nation called "Computer Buzzwords". When available, we will be reprinting responses to SCCC Buzzwords from other newsletters.

The response from our friends at the Modesto Atari Club:

6502: The year you will pay off your computer.

BASIC: A computer language used to generate errors.

CPU: CP30's mother.

CRASH: Normal termination of program.

CASSETTE DRIVE: used as a paper weight after buying disk drive.

EPRM: Acronym for "Exit Program, Read Owner's Manual".

DIM ARRAY: Stupid Storage.

GOSUB: Very fast U-Boat.

GIBO: "Garbage In, Garbage Out". Normal result of most programs.

INPUT: Statement that refuses all entries.

KEYBOARD: Random arrangement of letters.

LED: Long expected defect.

MAGAZINE PROGRAM: Type setter's error trap.

NULL STRING: Normal termination of four hour sort.

PROGRAMMER: Knows the location of the on/off switch.

RESET: Another way to end four hour sort.

RS232: R2D2's father.

SUBROUTINE: A section of a program that cannot be accessed.

TERMINAL: Mental state of most programmers.

WAIT: What else do you want?

And now the response from the Santa Barbara Atari Computer Enthusiasts:

BACK-UP COPY: This is the important stuff you tell your wife not to forget.

BANK SWITCHING: This is what you do when you are watching a football game and your wife wants to talk to you about the color of the new drapes.

BIT: This is the amount of memory allocated to absorbing "THREE'S COMPANY".

COMPATIBILITY: Being able to teach your wife how to drive without getting mad.

COMPUTER: The thing you're at when it is time to go to bed.

DISK: Usually becomes a coaster for your non-computer friends.

DOUBLE DENSITY: What a woman attains after the first kid and what a man attains after 5 years of happy marriage. Beer and potatoe chips help.

GLITCH: This is how you walk in double density.

INTERFACE: This is what you say to your food.

JOYSTICK: Naaaaaa!!!

MOUSE: That is what you get when you turn your trak-ball upside-down.

SOFTWARE: The number of coasters you got!

TUTORIAL: When your 8-year old child explains exactly why you are losing all of those games you just bought yesterday.

USER FRIENDLY: That is the guy who wants to borrow your lawn mower.

## 800XL BASIC DISABLER

From ACE of Syracuse.  
Author Dave Webster.

If you own an 800XL and are tired of holding down the OPTION button every time you want to boot a non-BASIC program, here's an answer for any disk which can use an AUTORUN.SYS file. I am omitting the technical details, but basically the 800XL uses location 54017 (D301 hex) to determine whether BASIC is present or not. Bit 1 off at that location says BASIC is present. Bit 1 on says that BASIC is disabled. By inserting \$FF at this location at boot time, we can eliminate BASIC.

Here are the instructions:

### FOR ATARI DOS 2.05

1. Boot DOS while holding the option button down.
2. Put a diskette containing DOS and AUTORUN.SYS in the drive.
3. Use the following instructions:

E (rename the file)  
AUTORUN.SYS,AUTORUN.OLD

K (binary save file)  
AUTORUN.SYS,D301,D301

C (copy the file)  
AUTORUN.OLD,AUTORUN.SYS/A

### FOR OS/A+ OR DOS XL

1. Boot DOS while holding the option button down.
2. Put a diskette containing DOS and AUTORUN.SYS in the drive.
3. Type these commands:

RENAME AUTORUN.SYS AUTORUN.OLD

SAVE AUTORUN.SYS D301 D301

COPY - AF AUTORUN.OLD AUTORUN.SYS

You can now use this loader with any disk that uses an AUTORUN.SYS and you don't want to use BASIC.

Reprinted from the Nov 84 - DMC-ACE

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